

```
1 #include <iostream>
2 #include <Windows.h>
3 #include "Door.h"
4
5 Door::Door(int x, int y, ActorColour colour, ActorColour closedColour)
6     :PlaceableActor(x, y, colour)
7     , m_isOpen(false)
8     , m_closedColour(closedColour)
9 {};
10
11 void Door::Draw()
12 {
13     HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
14     if (m_isOpen)
15     {
16         SetConsoleTextAttribute(console, (int)m_colour); // cast to an int
17     }
18     else
19     {
20         SetConsoleTextAttribute(console, (int)m_closedColour);
21     }
22     std::cout << "|";
23     SetConsoleTextAttribute(console, (int)ActorColour::Regular);
24 }
```